

Ebbing

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Witcher TTRPG Homebrew Collection

"Ebbing is a land of beautiful contradictions—a realm where high culture and rampant corruption walk hand in hand along the sun-drenched coast. Defined by the sprawling, misty Pereplut bogs and a thriving maritime economy, this kingdom operates under the heavy shadow of Nilfgaardian vassalage. Ebbingers are a fiercely individualistic people of mixed Skelliger and Nordling blood who boast a rare, widespread literacy alongside an ingrained culture of bribery and nepotism. To travelers, it is a haven of spiced seafood, passionate tango music, and refuge for fleeing mages. But as the local saying goes: *'When the sun shines too brightly in Ebbing, watch your back—or you'll be knocked out.'*"

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Ebbing at a Glance

Region Details	
Status:	Nominally Independent Kingdom (De facto Nilfgaardian Vassal until the mid-14th century).
Borders:	Metinna (North), Maecht (East), Principality of Salm and Neveugen (East/South), Great Sea (West).
Capital:	Ebbaix
Ruler:	House Vassermiller (e.g., Queen Thessa Vassermiller).
Language:	Common Tongue (heavy with local idioms), Nilfgaardian, Ebbinger Creole, Nilfgaardian Creole.
Religion:	Pereplut (God of rivers and dance) is paramount. Minor cults to Morrigan, Zoria, Devana, Njörd, and unicorns exist.
Primary Exports:	Venendalian salt, Luverten’s gems, papyrus, rice, maritime vessels, and seafood.

The Land & Climate

Geography & Climate

The topography is overwhelmingly flat, defined by the convergence of three major rivers—the Velda, Lete, and Arete. These waterways pool into the massive,

mist-shrouded Pereplut wetlands. Beyond the bogs, small, isolated hill chains house valuable mineral deposits.

Natural Resources

The rocky hills yield high-purity Venendalian salt and semi-precious Luverten's gems. The reclaimed marshlands boast incredibly fertile soil, perfect for water-intensive crops like papyrus and wild rice.

Fauna & Flora

The wetlands harbor cold-resistant mangrove forests, swamp cypresses, and yellow water lettuces. The region is famous for its massive biodiversity of serpents (over 300 distinct species), alongside river sharks, blue flamingos, capybaras, white jaguars, and the massive, semi-terrestrial "large sloth."

Urban Centers

Coastal cities like Ebbaix and Costazura are the heavily populated jewels of the kingdom, filled with bustling shipyards and foreign traders. Inland settlements are primarily agricultural communities built on land painfully reclaimed from the swamps.

Society & Culture

Ebbing possesses a population of exactly **1,000,000 citizens**.

Daily Life & Vibe

Ebbinger society is deeply individualistic and competitive. Unlike the North, education is highly accessible; roughly **65%** of the population in coastal cities can read and write. Despite this enlightenment, the government is plagued by systemic patronage and bribery. The populace is a demographic blend of Nordlings and original Skelliger colonists, resulting in taller men, shorter women, and frequent blonde or red hair.

Traditions & Arts

Ebbing has a vibrant cultural scene heavily influenced by southern neighbors.

- **Music & Dance:** The guitarro and dulzaina dominate folk ensembles. Traditional dances like the tango, bolero, and fado reflect the intense, proud spirit of the people.
- **The Currents:** A two-week summer harvest festival honoring Pereplut, featuring massive, intricate floral and sand carpets.
- **The April Falles:** A satirical festival where Ebbing's 23 provinces build massive wooden effigies of corrupt politicians or infamous criminals, culminating in a cathartic public burning.

Non-Human Relations & Minorities

- **Follets (Millets):** The most populous and well-integrated non-humans, often working as accountants, tailors, and jewelers.
- **Gnomes & Dwarves:** Gnomes remain strictly segregated in "gnomerics" focusing on artisanship, while Dwarves are largely transient banking professionals from the North.
- **Elves:** Marginalized refugees (both Aen Seidhe and Aen Woedde) who face deep-seated human prejudice.
- **Foreign Minorities:** Nilfgaardian merchants and "Bukaïrs" (Barsamen refugees) are highly visible in coastal trade hubs.

Economy, Law & War

The Economy

Ebbing is an economic powerhouse driven by maritime trade. The shipyards of Ebbaix rival those of Kerack and Cidaris. It thrives on exporting salt, gems, rice, and paper, supplemented by a massive tourism and hospitality sector fueled by the country's famously loose morals and beautiful coastlines.

Law & Government

The kingdom is divided into **23 provinces**, ruled by officials known as *portaregne* (bearers of the realm). Financial governance is supposedly overseen by the *batleai generalai* council, but rampant embezzlement and political maneuvering mean well-connected provinces receive preferential treatment while others are bled dry.

Diseases

Due to the flowing rivers, Ebbing's swamps are uniquely devoid of mosquito-borne illnesses. Instead, waterborne bacterial and protozoan pathogens dominate (including multiple strains of *Leishmania* and *Burkholderia*), many of which crossed over to humans via contaminated wild rice.

Regional Bestiary & Plot Hooks

Due to the deep swamps, the wilds of Ebbing are treacherous. The region is infamous for housing the Citadel of Stygga, the former headquarters of the politically manipulative, assassin-training School of the Cat.

Monsters: The bogs are swarming with traditional necrophages and swamp-dwellers, but also hide unique regional threats like the *stagnant-water para-serpents* (snake-like beasts with vestigial limbs).

Campaign Hooks

- **The April Falles Assassination:** The players are hired to protect a controversial artisan guild. Their wooden effigy of a highly corrupt *portaregne* has made them a target for a political hit before the festival's burning ceremony can take place.
- **The Mage Smugglers:** During the height of the Witch Hunts, Ebbing's corrupt borders make it a haven for desperate spellcasters. The party is hired to smuggle a persecuted Northern mage through the treacherous Pereplut bogs, deciding which imperial guards to bribe and which to bleed.
- **Shadows of Stygga:** Rumors of a leftover, undiscovered weapons cache beneath the ruined Stygga Citadel draw the players into the deepest part of the swamps. They must navigate deadly waterborne diseases, blue flamingos, and a rival band of opportunistic treasure hunters.

Notable Locations

- **Ebbaix:** The coastal capital city, the beating heart of Ebbing's shipbuilding, political corruption, and cultural festivals.
- **Stygga Citadel:** A ruined, infamous fortress that once housed the ruthless witchers of the School of the Cat.

- **The Pereplut Bogs:** The massive, disease-ridden confluence of the Velda, Lete, and Arete rivers.
- **Ymanas Islands:** An archipelago in the Great Sea that functions as a de facto vassal state to Ebbing.

Citizens & Factions of Interest

Factions

- **The Batleai Generalai:** The centralized financial council. Dealing with them requires deep pockets, as standard bureaucratic procedures are entirely driven by bribes.
- **The Cat School Legacy:** While the school is broken, the polarized reputation of witchers remains. In the cities, witchers are viewed as cold-blooded assassins; in the rural swamps, they are still hailed as necessary folk heroes.
- **The Van der Ermius Family:** The "ducal dynasty" of Neveugen, covertly operated by a family of higher vampires hiding in plain sight.



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